

**AMENDMENTS TO THE CLAIMS**

1. (Original) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
defining a plurality of movable objects that are ostensibly similar;  
assigning different behavior types to the respective objects such that the objects behave differently from each other, each behavior type including a plurality of behaviors; and  
for each object, displaying the plurality of behaviors associated with the behavior type assigned to the given object.
2. (Original) The method of claim 1, wherein the movable objects are characters.
3. (Original) The method of claim 1, further including displaying the objects in a crowd.
4. (Original) The method of claim 1, wherein the assigning step includes randomly assigning the different behavior types to the respective objects.
5. (Original) The method of claim 1, wherein the plurality of behaviors include idle behaviors.
6. (Original) The method of claim 5, wherein the idle behaviors include isolated actions of the given object.
7. (Original) The method of claim 5, wherein the idle behaviors include interactions between the given object and another one or more of the objects.
8. (Original) The method of claim 5, wherein the idle behaviors are independent of any award associated with the wagering game.

9. (Currently Amended) The method of claim 1, further including  
defining a plurality of possible destinations;  
defining a plurality of possible movement patterns, said movement patterns including direct movement patterns and evasive movement patterns;  
assigning one of the movement patterns to a respective object; and  
displaying the object going to a selected one of the destinations in accordance with the assigned movement pattern.

10. (Original) The method of claim 9, further including selecting the one of the destinations prior to the step of displaying the object going to a selected one of the destinations.

11. (Original) The method of claim 10, wherein the selecting step includes randomly selecting the one of the destinations from the plurality of possible destinations.

12. (Original) The method of claim 9, wherein the step of assigning one of the movement patterns to a respective object depends upon the selected destination.

13. (Original) The method of claim 12, wherein the selected destination is associated with one or more of the possible movement patterns.

14. (Original) The method of claim 9, further including,  
for a given one of the objects, assigning probabilities to the respective possible movement patterns, and  
wherein the step of assigning one of the movement patterns to a respective object includes assigning the one of the movement patterns to the given object based on the assigned probabilities.

15. (Original) The method of claim 14, wherein the assigned probabilities for the given object is determined by the selected destination.

16. (Original) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
defining a plurality of movable objects;  
defining a plurality of possible behaviors;  
for a given one of the objects, assigning probabilities to the respective possible behaviors  
and selecting one of the possible behaviors based on the assigned probabilities; and  
displaying the selected behavior for the given object.

17. (Original) The method of claim 16, wherein the possible behaviors include different movement patterns for moving an object to a selected destination.

18. (Original) The method of claim 16, wherein the assigned probabilities for the given object is determined by the selected destination.

19. (Original) The method of claim 16, wherein the movable objects are characters.

20. (Original) The method of claim 16, further including displaying the objects dispersing from a crowd.

21. (Original) The method of claim 16, further including  
defining a plurality of possible destinations; and  
selecting one of the possible destinations, the assigned probabilities for the given object being determined by the selected destination;  
wherein the possible behaviors for the given object include different movement patterns for moving the given object to the selected destination;  
wherein the displaying step includes displaying the given object going to the selected destination in accordance with the selected movement pattern.

22. (Original) The method of claim 21, wherein the step of selecting one of the possible destinations includes randomly selecting the one of the destinations from the plurality of possible destinations.

23. (Currently Amended) A method of conducting a wagering game, comprising:  
receiving a wager to play the wagering game;  
defining a plurality of movable objects;  
defining a plurality of possible destinations;  
defining a plurality of possible different movement patterns for moving the objects to the destinations, said movement patterns including direct movement patterns and evasive movement patterns;

for a given one of the objects, assigning probabilities to the respective possible movement patterns and selecting one of the possible movement patterns based on the assigned probabilities;  
and

displaying the object going to a selected one of the destinations in accordance with the assigned movement pattern.

24. (Original) The method of claim 23, further including selecting the one of the destinations, the assigned probabilities for the given object being determined by the selected destination.

25. (Original) The method of claim 24, wherein the step of selecting the one of the destinations includes randomly selecting the one of the destinations from the plurality of possible destinations.

26. (Original) A gaming apparatus for conducting a wagering game, comprising:  
a value input device for receiving a wager to play the wagering game;  
a processor operative to define a plurality of movable objects that are ostensibly similar; and  
assign different behavior types to the respective objects such that the objects behave differently from each other, each behavior type including a plurality of behaviors; and  
a display for displaying, for each object, the plurality of behaviors associated with the behavior type assigned to the given object.

27. (Original) The apparatus of claim 26, wherein the movable objects are characters.

28. (Original) The apparatus of claim 26, wherein the objects are displayed in a crowd.

29. (Original) The apparatus of claim 26, wherein the processor is operative to randomly assign the different behavior types to the respective objects.

30. (Original) The apparatus of claim 26, wherein the plurality of behaviors include idle behaviors.

31. (Original) The apparatus of claim 30, wherein the idle behaviors include isolated actions of the given object.

32. (Original) The apparatus of claim 30, wherein the idle behaviors include interactions between the given object and another one or more of the objects.

33. (Original) The apparatus of claim 30, wherein the idle behaviors are independent of any award associated with the wagering game.

34. (Original) The apparatus of claim 26, wherein the processor is operative to  
define a plurality of possible destinations;  
define a plurality of possible movement patterns; and  
assign one of the movement patterns to a respective object; and  
wherein the object is displayed going to a selected one of the destinations in accordance with the assigned movement pattern.

35. (Original) The apparatus of claim 34, wherein the processor is operative to select the one of the destinations.

36. (Original) The apparatus of claim 35, wherein the processor is operative to randomly select the one of the destinations from the plurality of possible destinations.

37. (Original) The apparatus of claim 34, wherein the processor is operative to assign one of the movement patterns to a respective object depending upon the selected destination.

38. (Original) The apparatus of claim 37, wherein the selected destination is associated with one or more of the possible movement patterns.

39. (Original) The apparatus of claim 34, wherein for a given one of the objects, the processor is operative to assign probabilities to the respective possible movement patterns, and assign the one of the movement patterns to the given object based on the assigned probabilities.

40. (Original) The apparatus of claim 39, wherein the assigned probabilities for the given object is determined by the selected destination.

41. (Original) A gaming apparatus for conducting a wagering game, comprising:  
a value input device for receiving a wager to play the wagering game;  
a processor operative to define a plurality of movable objects;  
define a plurality of possible behaviors; and for a given one of the objects, assign probabilities to the respective possible behaviors and select one of the possible behaviors based on the assigned probabilities; and  
a display for displaying the selected behavior for the given object.

42. (Original) The apparatus of claim 41, wherein the possible behaviors include different movement patterns for moving an object to a selected destination.

43. (Original) The apparatus of claim 41, wherein the assigned probabilities for the given object is determined by the selected destination.

44. (Original) The apparatus of claim 41, wherein the movable objects are characters.

45. (Original) The apparatus of claim 41, wherein the objects are displayed dispersing from a crowd.

46. (Original) The apparatus of claim 41, wherein the processor is operative to define a plurality of possible destinations; and select one of the possible destinations, the assigned probabilities for the given object being determined by the selected destination;

wherein the possible behaviors for the given object include different movement patterns for moving the given object to the selected destination;

wherein the display displays the given object going to the selected destination in accordance with the selected movement pattern.

47. (Original) The apparatus of claim 46, wherein the processor is operative to randomly select the one of the destinations from the plurality of possible destinations.

48. (Currently Amended) A gaming apparatus for conducting a wagering game, comprising:  
a value input device for receiving a wager to play the wagering game;

a processor operative to define a plurality of movable objects; define a plurality of possible destinations; define a plurality of possible different movement patterns for moving the objects to the destinations, said movement patterns including direct movement patterns and evasive movement patterns; and for a given one of the objects, assign probabilities to the respective possible movement patterns and select one of the possible movement patterns based on the assigned probabilities; and

a display for displaying the object going to a selected one of the destinations in accordance with the assigned movement pattern.

49. (Original) The apparatus of claim 48, wherein the processor is operative to select the one of the destinations, the assigned probabilities for the given object being determined by the selected destination.

50. (Original) The apparatus of claim 49, wherein the processor is operative to randomly select the one of the destinations from the plurality of possible destinations.